



PEACE

IS ON THE

TABLE



Peace role-playing game for 8 or more players.

One of the players will not take part directly in the game but will be the narrator. The game is divided into two phases: a day and a night phase.

The deck of cards includes: tyrants, citizens, a spy, a UN, an ally.

If the number of players is 8, there should be 4 citizens, 2 tyrants, 1 UNO/1 spy and 1 ally. If there are more players increase the number of tyrants and citizens and introduce the Spy/UN.



1° READING THE ROLES OF CARDS

TYRANS: their purpose is to subjugate citizens by imprisoning them and starting wars

CITIZENS: their aim is to drive out the tyrants, avoiding war.

SPY: during the night will point to a character to find out if he is a tyrant or not.

UN: its role is to protect a character. During the night the UN points to a person, who cannot be taken prisoner by tyrants. If the person he points to is a tyrant, his power has no effect. The UN cannot be protected by anyone.

ALLIED: During the night choose a character to ally with. If the chosen player is taken prisoner by the tyrants, the power of the alliance saves him. However, if the tyrants point to him, the effects are also transferred to the allied character. In addition, the ally must choose a different character every night, and if he points to a tyrant, the ally dies - even if he is protected by the UN.

2° CHOOSE THE NARRATOR AND DEAL THE CARDS

First choose who will be the narrator. He will not belong to any faction. The narrator will have the task of

- announce the night (making everyone close their eyes);
- announce the day (making everyone's eyes open again);
- wake up the characters at night (calling them one by one according to the roles in the deck);
- announce who has been imprisoned.

Depending on the number of players, compose a deck containing the different characters. Finally, distribute one card to each player, who must not show it to anyone.



3° THE NARRATOR ANNOUNCES THE NIGHT

When the narrator announces the night, all the players close their eyes; the narrator then tells them to open their eyes only to the tyrants.

The tyrants decide together who to subjugate, and will indicate this to the narrator, without speaking and without making noise so as not to be discovered.

During the first night the narrator will call all the characters to find out who they are. So that the players do not find out who the victim of the tyrants is, they will all be called by the narrator at night.

4° THE NARRATOR ANNOUNCES THE DAY AND A VOTE IS TAKEN TO REMOVE A TYRANT



Once daylight has come, the narrator will say who has been subjugated by the tyrants. The person subdued becomes a prisoner and has no further role in the game.

Once it is revealed who the prisoner is, about 3 minutes of debate begins about who the tyrant might be. It is worth bluffing, it is worth betraying, it is worth revealing what you have discovered in the night, as long as you are convincing and save your position.

The prisoner cannot speak, he can only vote and not in the event of a draw. The first to vote is the player taken prisoner. The round continues clockwise.

A vote is taken, whoever receives the most votes is taken prisoner. If there is a tie between two players a vote will be taken again between the two.

The game will continue alternating between day and night.

5° COUNTING TYRANTS AND CITIZENS



Citizens win when they manage to beat all tyrants. The tyrants win if the number is equal to that of the citizens.

The narrator, who knows the identities of everyone, has the task of keeping count of how many citizens or tyrants are still in play and decreeing the victory of one faction over the other.